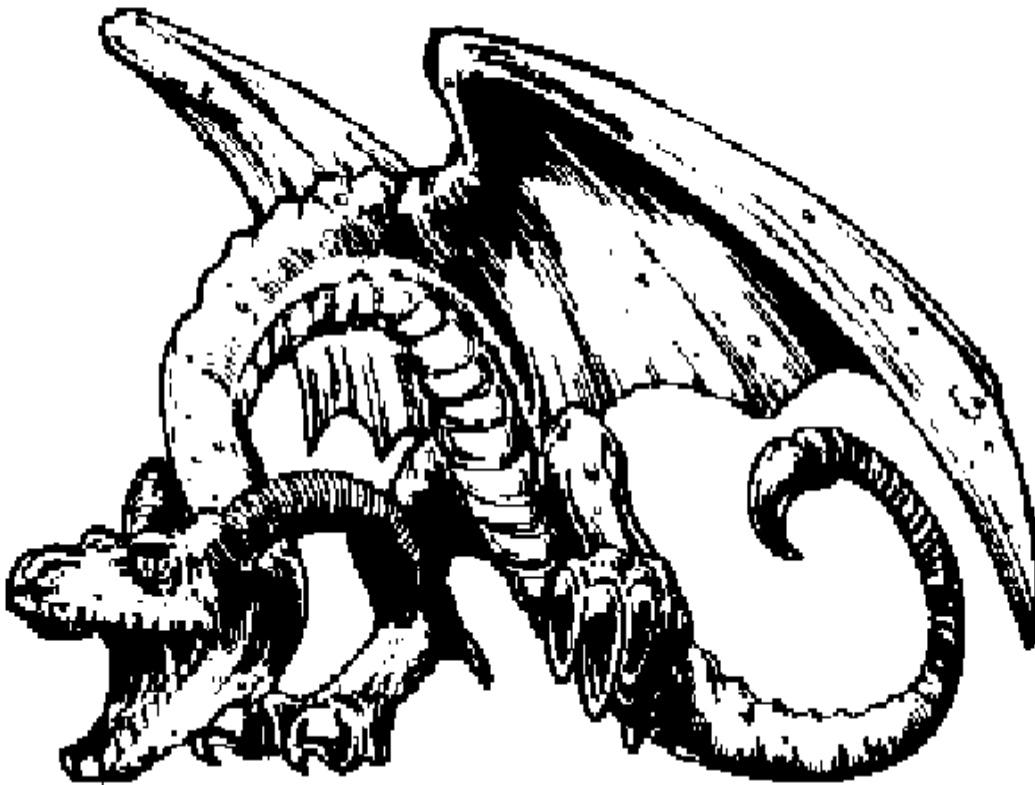


DRAGON-AGE I.....  
(FANTASY ADVENTURE GAME)  
RPLY-PLAYING.....GAME

live the days of long ago in the galaxy far away.....  
the first age of humen life on the planet earthron where good and evil battle  
it out.where heros are born and magic lives.  
wondering magic lands finding magic trushers as well as gold,coins,items  
in a series of dungeons and lost lands of so long ago in a dark medevil age  
seting,but dateing back 20,000 years ago in the galaxy as well as 1578 lightyears  
from earth.in the galaxy calld draco.on planet earthron.  
written by jim ball 1983



ELVES SPELLS.....

pg18-30

- 1.READ MAGIC
- 2.CAST LIGHT
- 3.INVISIBILITY
- 4.LEVITATE

LEVEL II....SPELLS

- 1.BE COME SMALL
- 2.REMOVE FIRE

LEVEL III.....SPELLS

- 1.GO THURE WALLS
- 2.DETECT DANGER

- 3.CAST FIRE BALLS
- 3.REMOVE COLD
- 4.SPEAK WITH DRAGONS
- 5.TALK TO ANIMALES
- 6.TURN SOMETHING IN TO STONE
- 7.PURIFY FOOD
- 8.TURN WATER IN TO WINE.
- 9.DEATH SPELL

#### LEVEL 1.....ELVES SPELLS

READ MAGIC.....cast 2 in a day only.rang 0

this spell allows the caster to understand the spell he is reading.  
the elf can use this spell if say he rolled for is value of finding out a spell  
and did not get over is value he would use this spell for 2nd try to find out  
what the spell is.

EXAMPLE:say elf found a scroll,and is intelligenen is 37% ,to find out the  
spell on the scroll he would need 70% or over on roll.say he rolled a 57%  
he would still not understand the spell on the scroll.but by useing read spell  
he would get a 2nd try find out whants on the scroll and would only need a 10% or over on a roll.  
to understand whants on the scrool.

all so a cleric or elf that do not have the power of read spell can  
only try once in finding out whants on a scroll,until 4 days have past to try .  
2nd time.

CAST LIGHT.....cast 49 times in a day:rang 120 feet.

this spell is the same as the cleric spell look on pg 14 to understand  
this spell.

LEVITATE.....casting 27 times in one day:rang 0

this is the same as the clerical spell look up clerical spell on levitate.

INVISIBILITY:USEING 12 IN A DAY:RANG 0

tise spell makes the elf or any thing carried by the elf invisible.  
any invisible item will become visible once again when it leaves the elf,like set down or dropped  
and so on.

LEVITATE:USEING 27 IN A DAY.:RANG 0

this is same as the clerical levitate spell look up clerical spell on  
levitate.

#### LEVEL II SPELLS

BE COME SMALL:useing 3 in a day:rang 0

this spell will make any elf as small as he whants to be.  
the spell will last 4 turns only.

REMOVE FIRE:USING 1 IN A DAY:RANG 50 FEET

this spell is the same as the clerical spell on pg 11.

CAST FIRE BALLS:USEING 21 TIMES IN A DAY.:RANG 108 FEET OR LESS  
it will automatically hit any visible target damage 1-10.

GO THRU WALLS:USEING 7 IN A DAY:RANG 0  
this spell will make caster go thru stone walls,doors or other objects of stone or wood.

REMOVE COLD:USING CASTING 12 IN A DAY.RANG 100 FT  
a elf can remove freezing temperatures to a warm temperature for humens to live in.  
tis dos not work out doors.

SPEAK WITH DRAGONS  
this spell will make a elf speak with any form of dragons and understand  
what thay say.

TALK TO ANIMALES  
this is the same as the cliricle spell and will do the same as cliricles spell.

### LEVEL III (SPELLS)

TURN SOMETHING IN TO STONE:USEING 9 IN A DAY:RANG 90 FT  
as you no that a elf using this spell can turn somthing in to ston or some one.  
if some one thin the encounter must make a saving throw vs spell.

PURIFY FOOD:USING AS MUCH AS YOU WHANT:RANG 2 FT  
this spell will make spoild or poisoned food usable.

turn water in to wine:using indefinite:rang 1  
this spell will turn water in to wine,and will last for 28 days as win.after the 28 days it will turn  
back in to water.  
all so there is 73% or under you will be drunk if you drink it.  
there is all so a 09% or under you will past out.  
the drunkns will last 12 turns,and if you go in to combat drunk you will have a -3 on hits.

DETH SPELL:USING ONE IN A DAY:RANG 100 FT  
this spell will kill automatically if hit.

detect danger :using 3 in a day:rang 77 ft  
this spell will automatically detect traps,encounters,magic.

### EQUIPMENT AND WEAPONS

all charicters must by equipment and weapons be for beging in adventure.  
a charicter must be wise of whant he buys or what the parte buys.  
be for they go in to the dark dungeons of the past.  
the basic weapons are the sword,bow,axe,spear.gold coins are use for value in buying your  
equipment and weapons.

TREASURE TABLE VALUE

10 copper =(1 cricus)  
12 cricus =(1 silver)  
10 silver =(1 gold coin)

#### BASIC WEAPONS TABLE.....

SWORD 1-8 damage 17 gold coins  
BOW 1-6 damage 20 gold coins  
AXE 1-4 damage 21 gold coins  
SPEAR 1-6 damage 19 gold coins  
KNIFE 1-4 damage 7 gold coins  
TWO HANDED AXE 1-10 damage 35 gold coins  
SHORT SWORD 1-6 damage gold coins 27

#### EQUIPMENT I

BACKPACK 4 GOLD COINS  
SACKS 2 GOLD COINS  
TORCHS (3) 5 GOLD COINS  
WATER SKINE 6 gold coins  
FOOD SUPLE A (LAST 1 WEEK)  
FOOD SUPLE B (LAST 2 WEEKYS)  
CROSS WOODEN 9 copper coins  
LANTERN 12 GOLD COINS  
CANDELS (3) 10 GOLD COINS  
BOX 7 gold coins  
CHEST BOX 26 gold coins  
SWORD BELT 2 gold coins  
HELEMENT 5 gold coins  
FIRE STIKS (2) 9 gold coins

ARMOR AC  
clothing 7 10 GOLD COINS  
cloathing  
and shild 6 31 GOLD COINS  
leather armor AC 5 /GOLD COINS 46  
leather + shild AC 4/GOLD COINS 70  
chaneus armor AC 3/123 GOLD COINS  
chaneus armor + shild AC 2/150 GOLD COINS  
bronze armor AC 1 /185 GOLD COINS  
+SHILD =AC 0 /210 GOLD COINS

I.LETHER ARMOR is what we call leather armor.  
II.CHANEUS ARMOR is somting looks like romens armoree around -290 BC.  
use on chest,nees,head,feet.  
III.BRONZE ARMOR this armore is use all round body ,chest,nees,head,feet.  
it is stonger then chaneus armor.

#### CHAPTER 4.....RULYS.....

This next step is on how to play THE GAME in playing there is no winer  
or losers.all so these rulys are use as gide lines on how to play.  
in starting to play a RPG its is inpassability to work out afery detail.  
so far we have work out devolpment of CHR,CHR SPELLS,EQUIPMENT,WEAPONS.

AND NOW RULYS ON HOW GO ABOUT TO PLAY A ADVENTURE.

#### MOVEMNT.....

movemnt depends on chr dexterity in the game,there are two tipys of movemnt dungon and land movemnt is use on how many feet you can go in one turn.if you are with a party of adventures.best way to keep to gathere is go as slow as player that has the lowes DEXTERITY. that way the party will be able to keep up to gathere.

DEXTERITY	LAND	DUNGON
01-19%	30 FT	50 FT
20-49%	50 FT	100 FT
50-79%	70 FT	130 FT
80-95%	100 FT	120 FT
96-00%	120 FT	175 FT

#### PARTY

a party is more thine one CHR.where group is in a adventure.  
it is best to have 3 to 4 chr in a adventure and it is much safter where that the party can help protect each other.  
the DM may chose a caller that way the game will work more smother  
a caller is a player that tells the DM about the partys plans and actions in the game.

#### RESTING

after chr moved more thin 77 turns they must rest for 3 turns or take a penalty -2 on hits.

#### TIME TABLE.....

6 turns :30 minutes  
12 turns:1 hour  
24 turns:2 hours  
72 turns:6 hours  
144 turns:12 hours  
288 turns: one day

#### COMBAT\*\*\*\*\*

This next table is use in combat with encounters in the game.  
you will encounter many strang things and some you will have to battle.  
there are two combat tables one for DM AND ONE FOR THE players.  
combat depends on tipy of armor encounter has.and character hit dice.

#### TABLE ONE

character needs to hit.

ARMOR VALUE	HIT DICE	OUT COME
7	5	10%
	4	17%

	3	25%	
	2	29%	
	1	30%	
ARMOR VALUE	HIT DICE	OUT COME	
6	5	20%	
	4	40%	
	3	45%	
	2	50%	
	1	55%	

ARMOR VALUE	HIT DICE	OUT COME	
5	5	25%	
	4	37%	
	3	47%	
	2	50%	
	1	58%	

ARMOR VALUE	HIT DICE	OUT COME	
4	5	30%	
	4	39%	
	3	50%	
	2	62%	
	1	69%	

AROMOR VALUE	HIT DICE	OUT COME	
3	5	37%	
	4	43%	
	3	54%	
	2	69%	
	1	73%	

ARMOR VALUE	HIT DICE	OUT COME	
2	5	40%	
	4	45%	
	3	59%	
	2	70%	
	1	85%	

AROMOR VALUE	HIT DICE	OUT COME	
1	5	50%	
	4	55%	
	3	67%	
	2	75%	
	1	90%	

MONSTERS NEED TO HIT PLAYER.

AC	HIT DICE	OUT COME	
7	5	12%	
	4	22%	
	3	37%	
	2	47%	
	1	59%	

AC	HIT DICE	OUT COME	
6	5	27%	

	4	37%	
	3	47%	
	2	59%	
	1	65%	
AC	HIT DICE	OUT COME	
5	5	37%	
	4	47%	
	3	59%	
	2	65%	
	1	69%	
AC	HIT DICE	OUT COME	
4	5	47%	
	4	59%	
	3	65%	
	2	69%	
	1	73%	
AC	HIT DICE	OUT COME	
3	5	59%	
	4	65%	
	3	69%	
	2	73%	
	1	79%	
AC	HIT DICE	OUT COME	
	5	65%	
2	4	69%	
	3	73%	
	2	79%	
	1	83%	
AC	HIT DICE	OUT COME	
1	5	69%	
	4	73%	
	3	79%	
	2	83%	
	1	87%	

TABLE II IS USE FOR THE DM TO KNOW WHAT IT TAKES TO HIT A PLAYER.  
THE DM LOOKS THIS UP TO FIND OUT WHAT ENCOUNTER NEEDS OR SAY WHAT  
THE MONSTER NEEDS  
TO HIT THE CHARACTER.

UNDERSTANDING HOW TABLE II WORKS

NUMBERS AC7-AC1

ARMOR CLASS AND NUMBER VALUE OF ARMOR CLASS OF A PLAYER.

HIT DICE

VALUE OF MONSTER HOW STRONG IT IS.

EXAMPLE.....say chracter has armor class of 5 saying in a nother way AC5  
and let say monsters hit dice is 2.

the DM looks on this table to see whants need to hit a chracter and so  
the DM would do this

STEP 1:DM looks up AC5

STEP 2:DM looks under hit dice for 2.

STEP 3:DM sees that monster needs a 65% or over to hit.

MISSILE COMBAT

PG 30

this combat is only use long rang combat.the party and  
encounter are two faraway from each other  
for hand to hand combat.

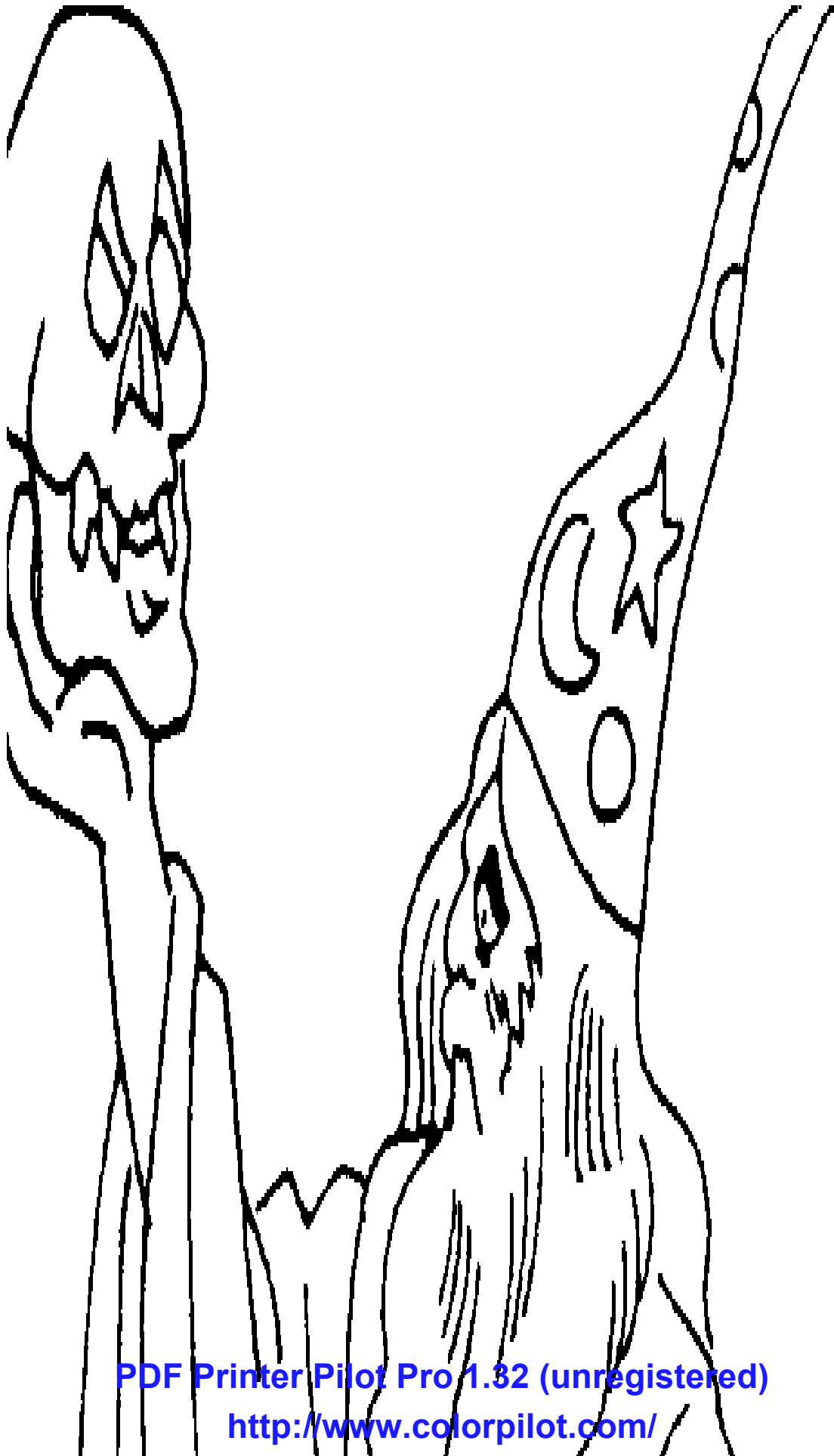
TABLE ONE

WEAPON	RANGE
spear	60 feet
knife	30 feet
arrow	80 feet or more
axe	47 feet

TABLE TWO

RANGE IN FEET									
0-10	11-19	20-30	31-40	41-51	52-60	61-70feet	71-80feet	81-90feet	
91-102feet	103-109feet	110-120feet							
spear 15%	25%	37%	48%	59%	70%				
knife 20%	30%	42%							
axe 17%	27%	40%	51%	54%					
arrow 09%	19%	29%	39%	49%	59%	69%	79%	89%	
91%	96%	99% or over							





**steps in a adventure....**

- 1.players move..
- 2.DM chekys encounters.
- 3.if no encounter go on two step 4 or if yes on encounter then go to combat steps.
- 4.players go in room cheks traps,encounters,trushers.

**combat steps...**

- 1.DM chekys distance by rolling a two 20 sided dies
- 2.if distens is under rang of 16 feet then combat begins in step A

**combat step A\_range 00-16 feet.close combat.**

- 1.PLAYER AND DM roll there 6 sided dice one that has less value gos frist in combat.
- 2.PLAYER OR DM looks up the combat tables. 3.PLAYER OR DM rolls to see if they hit they encounter or player.
- 4.**if yes on a hit!** then player or DM rolls damage by weapon they use.
- 5.**if a player or encounter hit ponts gos down -3 then player or encounter is dead.**



**LONG RANG COMBAT**

- 1.player or dm looks up distance of weapon they are going to use
- 2.player or dm looks up the rang of what they need to hit
- 3.damage of weapon
- 4.player or dm's encounter move. Go back to step one if player and encounter are more then 17 feet away.

**SPELL COMBAT(00-99% dice rolls)% dice's**

- 1.pick a target
  - 2.pick a spell to cast
  - 3.need a 09% or over for to see if the spell will work.(91% change you will be successful on casting the spell)
  - 4.must get over the victims intelligent score. Roll 01 to 00% see out come.
- If out come is hire then victims intelligent score then victims must make a saving throw vs. That spell or spell.
- 5.victim DOS not get over his saving throw then the spell will work.



**CHAPTER 5**

this is a list of type of monsters that are use in the first dragon age erthrns calendar table -5000 TO -4200 AB. The lists are land monsters,2nd lists are dungeon monsters. Its dm's job to stock dungeons and lands. This chapter is for DM its a list of all of the encounters that players will meet on some of there adventures.

UNDERSTANDINGS

- 1..MV=this tells how fast a monster can move in one turn
- 2..HD=this tells how much damage it can take until it is dead.
- 3..D=this how much it can hit,example D8 (saying the monster can do 1-8 damage.
- 4..bonc points=TELLS HOW MUCH EXPERNC POINTS YOU GET IF YOU KILL IT.
- 5..RR=how many there can be.example RR8 random roll 1-8 on encounters of the same monster.
- 6..AV=armor value